

**METAL
MARINES™**

MASTER EDITION

HEAVY METAL HAS NEVER BEEN SO DEADLY!

METAL MARINES

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WHATS NEW IN MASTERS EDITION


The Masters Edition of Metal Marines brings several new options for an exciting battle. Choose one of the items below to see more information on each of Masters Editions exclusive features.


THOUSANDS OF ISLAND BATTLES

In the days of the Antimatter Wars, the Earth's great continents had been destroyed. Antimatter explosions removed most of the land mass near large cities, and the remaining scraps of land formed thousands of small islands across the planet surface.

This is the battlefield which Zorgeuf the Great and his henchmen want for their own. His forces have set up strategic bases on dozens, hundreds, maybe thousands of these tiny islands. As the leader of the United Earth Empire, you must rid the world of this despots last remaining forces.

In Metal Marines, you will face Zorgeuf and his forces on the twenty most critical islands around the world. But in the Masters Edition, you can fight for a free world on all of his remaining islands. You will find many tactical challenges on Zorgeufs less-known bases on secret islands around the globe. The enemy is far more entrenched than you and your best military advisors can imagine!

To battle an enemy commander on one of the endless Antimatter-ravaged islands, press the Tactical Button () , and choose the Start Battle item. When the Player Information dialog pops up, press the button labeled **Island...** to select an island for your own base of operations.

Once youve selected your island, press the **Checkmark** button () to accept the island. You will be returned to the Player Information dialog, where you can now select your enemy. You may directly battle any of the four evil commanders of the Satellite Colonial Forces, or spar with our own ruthless strategy advisor, Sergeant Bowman. Your opponent will be situated on another never-before-explored island nearby, so be ready for battle!

CUSTOM ISLAND EDITOR


New to the Masters Edition of Metal Marines, you are given the opportunity to make preparations. You can create a well-defended base of operations to use for your military missions, or even find a more challenging, less-prepared homeland to defend.


The Masters Editions Custom Island Editor allows you to select an island according to your own requirements, and then to place military installations on its surface wherever you like. Once you've designed your island, you can save it for use later, or you can choose to fight the enemy from it.


To enter the Custom Island Editor, press F4 to enter the Player Information dialog. Once there, enter your name and press the **Island...** button. This will open a window for you to view your current island, and also show a new toolbar, called the Island Editor bar. Choose buttons in the diagram below to see more information on each of the buttons in the Island Editor bar.





The builder palette window will also appear, allowing you to choose from the available stockpile of armament and special units to place on your island.


Use the controls in the Island Editor bar, and the Builder window, to customize, save or load your island of choice. When you are finished, press the **Checkmark** button () to return to the Player Information dialog. You may choose a particular enemy commander before starting battle.


 **Checkmark Button** - This accepts the island in the Island Editor view for the next battle round. The Island Editor is closed, and you are returned to the Player Information dialog to choose your opponent.


 **Cancel Edit Button** - This cancels the island in the Island Editor view. Unless saved first, the island in the view is discarded. The Island Editor is closed, returning you to the Player Information dialog.


 **New Island Button** - This selects another island for battle. A dialog appears for you to select the terrain types and other parameters of the new island. Once chosen, the island in the view is replaced with a never-before-seen island for you to customize or accept for your next battle.


 **Open Island File Button** - This selects an island stored as a disk file. Once you save an island with the **Save Island File Button**, you may retrieve it for use with this button. The loaded file appears in the editor view for you to customize or accept for your next battle.

 **Save Island File Button** - This saves the current island so that you can retrieve it with the **Open Island File Button** at any later time.

 **Undo Edit Button** - While you make modifications to the island in the island editor, you may unintentionally change the landscape in ways you didn't intend. Pressing the **Undo Edit Button** will reverse the effect of many of the changes you can make to an island. Up to the last ten changes you make to an island may be undone.

 **Terrain Shaping Mode Button** - When this button is turned on, the mouse cursor can be used to change the shape of the island. Clicking on the water or terrain will add soil at that location, making that area of the island higher. You can form a high spot by raising the land at several points. Holding SHIFT and clicking on the island will remove soil, making that area lower. You can form inland lakes by lowering land to the water level.

 **Water Level Mode Button** - When this button is turned on, the mouse can be used to change the water level around the island. Clicking in the view will raise the water level (which may submerge the low parts of your island). Holding SHIFT and clicking will lower the water level, which may drain the water from inland lakes and add a lot of beach areas.

 **Unit Planning Mode Button** - When this button is turned on, the mouse can be used to build military units, similar to the way you can build during the game. Choose the items in the Builder window, and click on the island where you want to place that unit. Units placed during Island Edit mode do not cost you any War Funds, but do affect the tactical advantage of your island.

Edit Island Toolbar - This toolbar appears in the Tactical window, for the Island Editor. Choose specific buttons in the diagram for more information on each button in the toolbar.

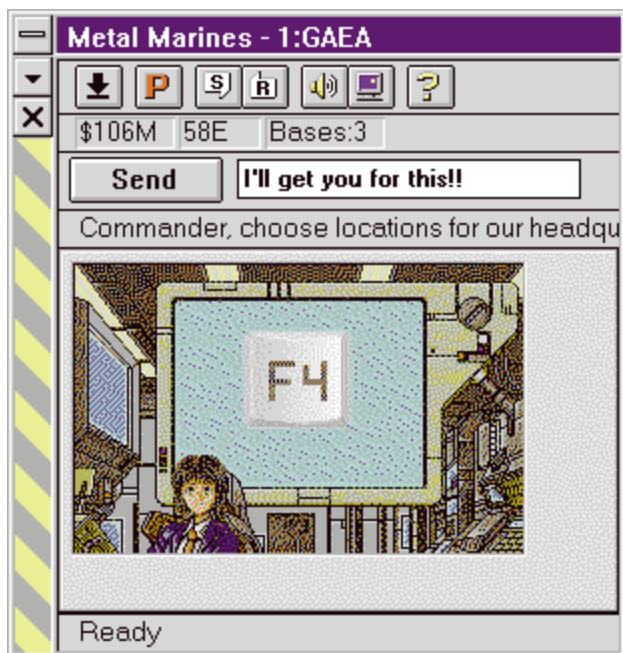
DIGITALLY RECORDED CHARACTER VOICES

If you have a Windows-compatible digital-sound adapter, then the various people in Metal Marines will come to life with all-new digitally recorded character voice effects. Hear Commander Joan Rile as she destroys your last outpost, or listen to Sergeant Bowmans strategy reports to learn how to take out the enemy.

As in Metal Marines, you can read along with the words these characters are saying in the Communications Receive Bar, or you can hide the Receive bar and rely on the dramatic voice effects for your battle information. Or, you can turn off the voice effects with the Sound Options dialog.

OPERATING INSTRUCTIONS

TACTICAL WINDOW



The Tactical Window is your command center. This is where you receive communications, tactical and logistics information from your advisors, allies, and enemies. Use the buttons, bars, and panels to set up your working parameters. Click on an area of the above example of a Tactical Window to receive more information. This is not a real button. This is just Sgt. Kraft reminding you to press the F4 key to start the battle. You may also start the battle by selecting "Start Battle" in the Tactical Menu.

System Menu Button - This is the standard system menu button, used to move, size, minimize the window, switch to another application, or close Metal Marines.

Minimize Button - Use this to minimize (icon) Metal Marines. Double-click on the Metal Marines icon to bring it back up.

Close Button - Use this to quit Metal Marines and return to the dull world of normal computing.



Barber Pole - The color and position of the barber pole tells you this window's alliance. Windows which have this striping on the left edge of the window are your own assets. Any window with the stripes along the right edge show your enemy.

A window with a red and yellow pole is controlled by the commanders of the United Earth Empire, the last hope for the remaining citizens of Earth. Blue and yellow identifies the Satellite Colonial Force's commanders, who scheme to take the Earth for their own.

Title Bar - Shows the name of the window. In this case, the name of the program.

Tactical Command Bar - Contains buttons for activating drop-down menus and setting system parameters.

Pause Button - Set this button to pause the battle. Attacks already in progress will continue, but this will give you that much needed break to shower and put on a clean uniform when things aren't quite going your way.



View Send Bar Button - When this button is set, the Send Bar is shown.



View Receive Bar Button - When this button is set, the Receive Messages Bar is shown.



Sound Options Button - This button opens the Sound Options dialog box.



Animation Options Button - This button opens the Animation Options dialog box.

Tactical Information Bar - This bar shows your current quantity of war funds, fuel, and the number of bases you have still in service for this battle.

Communications Send Bar - Use the Communications Send Bar to send messages to your allies and enemies during head-to-head combat.



Send Button - After typing a message in the message box, click on the **Send** Button to send the message to your enemy during head-to-head battles.

Send Message Box - Type a message here that you wish to send to your enemies or allies during head-to-head battles, then press one of the send buttons to the left.


Communications Receive Bar - Messages that you receive from your crew, allies, and enemies will scroll by here.

View Screen - Your interface to your crew, allies, and enemies. Information you receive is being transmitted by who you see on your view screen. If you double-click on this view, the Tactical Menu will disappear and reappear.

Tactical Status Bar - Gives you information on what is going on, where your cursor is placed, or what asset you are working with.

TACTICAL MENU

S tart Battle...	F4
P ause Battle	F2
A bort Battle	
S ound E ffects...	
A nimation...	
L anguage Preference	Ctrl+L
✓ T actical C ommand Bar	
✓ T actical I nformation Bar	
✓ C ommunications S end Bar	
✓ C ommunications R eceive Bar	
✓ T actical S tatus B ar	
E xit	

Clicking  in the Tactical Command Bar drops down the Tactical menu. Here you set up and start new battles.

Click on an area of the above example of the Tactical Menu to receive more information.

Start Battle - Select Start Battle when you are ready to begin - or when things are going so badly that you want to start over.

You may press F4 at any time during a battle to restart.

Pause Battle - You can take a much needed break by selecting Pause Battle, pressing F2, or clicking



You may press F2 at any time during a battle to Pause.

Abort Battle - Stops your current battle. If you are connected head-to-head, you will be disconnected.

Sound Effects - This opens the Sound Options dialog box where you can turn on or off sound effects and music.

Animation - This opens the Animation Options dialog box where you can set various animation and message options.

Language Preference - When you select Language Preference your current language setup will not be saved. The next time you start Metal Marines, you will be asked to select a language again.

When checked, the **Tactical Command Bar** is displayed and active. It contains buttons for activating drop-down menus and setting system parameters.




When checked, the **Tactical Information Bar** is displayed and active. It tells your current quantity of war funds, fuel, and the number of bases you have still in service.

When checked, the **Communications Send Bar** is displayed. Use it to send messages to your allies and enemies during head-to-head battles

When checked, the **Communications Receive Bar** is displayed and active. Messages that you receive from your crew, allies, and enemies scroll by here.

When checked, the **Tactical Status Bar** is displayed and active. It gives you information on what is going on, where your cursor is placed, and what asset you are working with.

You may exit Metal Marines by:

- Clicking the  on the left side of the Tactical Window.
- Clicking the  in the Tactical Window and selecting Exit.
- Clicking the  on the Tactical Window and selecting Close.

HELP MENU

I ndex F1
S earch for Help on...
O perator's I nstructions S trategies and T ips
A bout Metal Marines

Clicking the



in the Tactical Command Bar drops down the help menu. Here you can open the help file and search for help on specific items.

Click on an area of the above example of the Help Menu to receive more information.

Index - Opens the Help file and brings you to the Index. You may also get to the Index by pressing F1 at any time.

Search for Help on - Opens a dialog box that allows you to search for help on a specific item.

Operator's Instructions - Opens the Help file and brings you to the Operator's Instructions - the "how-to" of Metal Marines.

Strategies and Tips - Opens the Help file and brings you to the Strategies and Tips menu. From here you can get information on defensive and offensive tactics, profiles of your enemies including their tactics and strategies, and specific tips on winning tactics for each mission.

About Metal Marines - Opens the About Box. Here you will get version and copyright information.

THE BUILDER WINDOW



The builder window contains the items that you may build. To build, click and drag one of the items in the builder window to a clear, flat spot on your island. You may also select an item in the builder by single-clicking on it, then double-click on the clear, flat space on your island to start the construction.

If you wish to build an item at a flat location that has an obstruction (trees, houses, debris, etc.), you may clear the area first by double clicking on it. This sends crews out to bulldoze the space. Your war funds will automatically be reduced by \$5M. You can then build on the space.

A fast way to build is to single-click on the item in the builder window you wish to build, then double-click on the obstruction to clear it, then double-click again on the space to start the construction. This works best when you are building several of the same item. If there is no debris on one of the spots you wish to build, then only double-click on it once.

Remember that you must have enough money to build an item before construction on it can begin.

Click on an area of the above example of a Builder Window to receive more information.

Interceptor missile - Defensive weapon - cost to build \$15M.

The highlighting around this item shows that it is selected to build.

Missile - Offensive weapon - cost to build \$10M.

Metal Marine - Offensive/defensive weapon - cost to build \$20M.

Armored Gun Pod - Defensive weapon - cost to build \$10M.

Active Mine Field - Defensive weapon - cost to build \$10M.

Antimatter Missile Silo - Offensive weapon - cost to build \$255M.

Energy Plant - Logistics unit - cost to build \$75M.

Construction Resource Unit - Logistics unit - cost to build \$75M.

War Administration Headquarters - Logistics unit - cost to build \$75M.

Interceptor Radar - Defensive weapon - cost to build \$50M.

Camouflage Structure - Defensive weapon - cost to build \$15M.

Decoy Base - Defensive weapon - cost to build \$15M.

ISLAND VIEWS



During any battle, there will always be two island views - windows with views of an island in them. Look at the barber pole to find out which is friend, and which is foe. Your island view has your name in the title bar.

Your island view is always an accurate picture of the condition of your island. The enemy island view is accurate only in the size, shape, and terrain. The view of the amount and placement of assets on your enemy's island is updated only when you receive reconnaissance during an attack. In other words, you get a partial look at your enemy's island that is reflected in the island view when you send a Metal Marine transport overhead, but any construction that takes place after that attack will not show up in the view.

You can move the view of the island around inside its window by using the scroll bars, or you can grab the island itself and move it. To do this, hold down the left button and drag the island at any hill-side terrain (terrain that cannot be built on because it is not flat) or water, and drag the island in the view to a new location. When you have adjusted the location, let go of the island by releasing the left button.

You can stretch or shrink your island views to a certain degree, but you cannot maximize them. You cannot minimize individual windows, but you can minimize all Metal Marines windows together using



Click on an area of the above example of an Island View to receive more information.

Flat Terrain - These are areas where new assets may be built.

Burned Ground - A previous attack has left this area burned. In some cases you will see the ruins of destroyed assets also. These areas must be cleared before you can build on them.

Uneven Terrain - You cannot build on hills. You may target missiles and antimatter missiles or land Metal Marines on hills.

Water - You cannot build on water. You may target missiles and antimatter missiles on water, but you cannot land a Metal Marine on water.

Interceptor Missiles - These "AA" are set up to defend the island. You can see from the burned area behind the lead interceptor missile that at least one missile got through.

Armored Gun Pod - These gun pods are set up to defend the island from ground attack by Metal Marines. These are placed to protect the base.

Base - Your primary objective is to destroy your enemy's bases before they destroy yours. Note how the surrounding assets are placed to afford maximum defense of the base.

Attacking Metal Marine - This Metal Marine is currently engaging the gun pod that is defending the base.

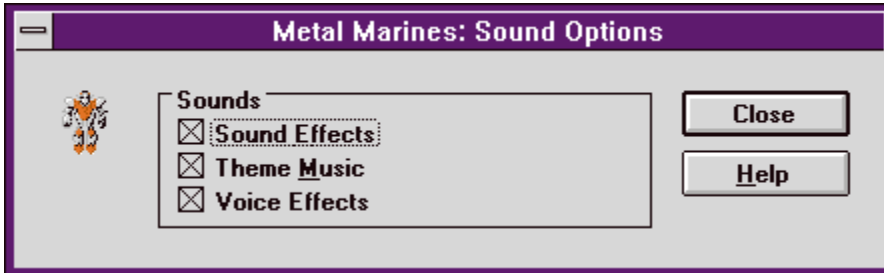
Defending Metal Marine - This Metal Marine is moving to engage the attacking Metal Marine. Any Metal Marines that are standing down will counter attack all invading Metal Marines that move within range.

Scroll Bar - Used to adjust your view of your islands and your enemy's islands.

Scroll Bar's Thumb - To adjust your view of an island, hold down the left button over the scroll bar's thumb and move it along the scroll bar. Note that island views cannot change during a missile attack.

Title Bar - The island view title bar tells who owns the island - in this case, Commander Garland, a member of the Colonial Forces. Your island view has your name in the title bar.

SOUND OPTIONS DIALOG BOX



Clicking the



in the Tactical Command Bar opens the Sound Options dialog box. Here you turn on or off sound effects and music.

Click on an area of the above example of the Sound Options dialog box to receive more information.

Check Box - When this box is filled, the item next to it is selected, or "turned on". When it is empty, the item is off.

Sound Effects - Turns on or off the explosions, sirens, construction sounds, and other noises.

Theme Music - Turns on or off the background theme music.

Voice Effects - Turns on or off the digitally recorded voices of Sgt. Kraft, Sgt. Bowman, and other characters.

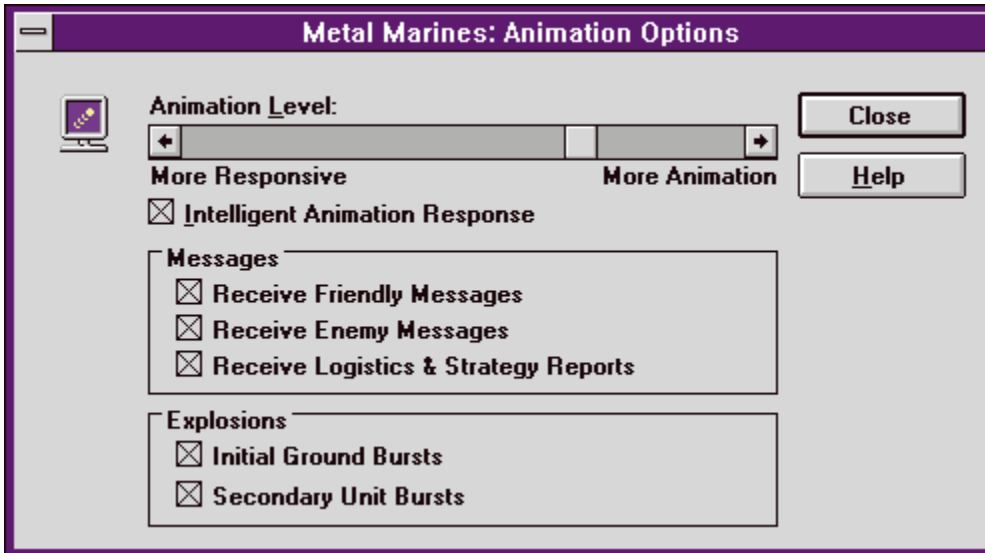
Close - Closes the Sound Options dialog box, saves any changes you made, and returns you to Metal Marines.

Help - Clicking on the Help button will bring you to this help screen.

Turn these options on or off by clicking on the item.

Title Bar - Shows the name of the window. In this case, the name of the Sound Options dialog box.

ANIMATION OPTIONS DIALOG BOX



Clicking the



in the Tactical Command Bar opens the Animation Options dialog box. Here you can set various animation and message options.

Click on an area of the above example of the Animation Options dialog box to receive more information.

Monitor icon. Like the Metal Marine icon in the Sound Options dialog box, this doesn't do anything.

Animation Level - Shows the current level of animation. Farther to the left allows less animation (items such as gun pods and radar will not rotate). This allows for more time to animate more important things, like explosions and walking Metal Marines.

Close - Closes the Animation Options dialog box, saves any changes you made, and returns you to

Metal Marines.

Intelligent Animation Response - When set (on), the Animation Level is automatically set by the program. The program will try to animate as much as possible and still leave time for important calculations and responses.

Turn these options on or off by clicking on the item.

Receive Friendly Messages - When set (on), you will receive messages from your allies during head-to-head battles.

Receive Enemy Messages - When set (on), you will receive messages from your enemies.

Receive Logistics & Strategy Reports - When set (on), you will receive logistics messages from Sergeant Sanders and tactical messages from Sergeant Bowman.

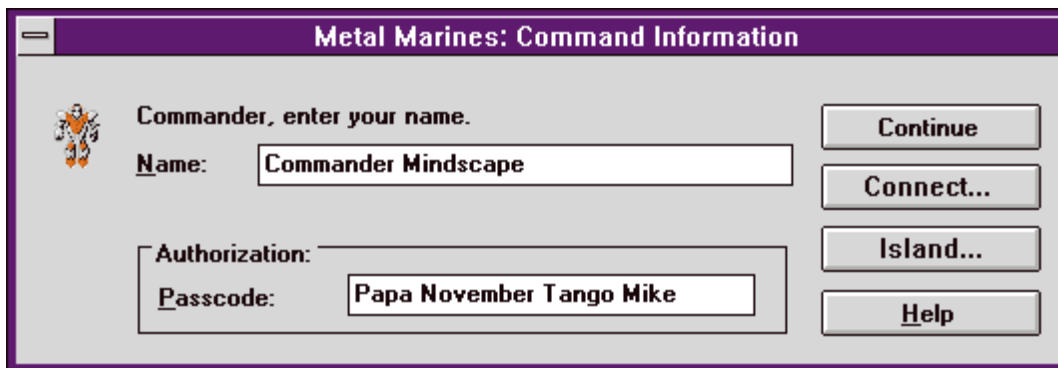
Initial Ground Bursts - When set (on), you will see missiles explode at impact. Turn this off if you need to speed up your system.

Secondary Unit Bursts - When set (on), you will see units explode as they are destroyed. Turn this off if you need to speed up your system.

Title Bar - Shows the name of the window. In this case, the name of the Animation Options dialog box.

START BATTLE

When you select Start Battle, you will be asked to enter your name.



At this point, an authorization code may appear in this dialog. You may enter an authorization code (if you know one) to select a specific battle. Every time you win a standard battle against Zorgeufs forces, the authorization code for the next battle will appear in the Player Information dialog, and will be saved for future use automatically.

Press the Continue button and the battle will begin. The Connect button is used for head-to-head battles.

HEAD-TO-HEAD COMBAT

It's a tough universe. And it looks like just about anybody can get the backing to raise an army. You may be forced to take on other "heroes" in head-to-head combat.

We are set up to provide access to head-to-head combat across two computers through either direct serial cables or modems. To connect via serial cable you must have a null-modem serial cable. Connections via modem require a 100% Hayes compatible modem.

CONNECTING VIA A NULL-MODEM SERIAL CABLE

A null-modem cable may be purchased from your local computer dealer. Connect the cable to available serial communications ports in both computers. It is important to know whether you are con-

nected to the first serial communications port in your computer, or the second, etc. so that you can set the correct communications parameters later. The first serial communications port is COM1, COM2 is the second, and so forth.

It is always a good idea to test your connections before attempting to run Metal Marines. Use the Windows Terminal program (or some other simple communications program) to make sure you can connect first, then run Metal Marines.

When you are ready to begin, start Metal Marines, click



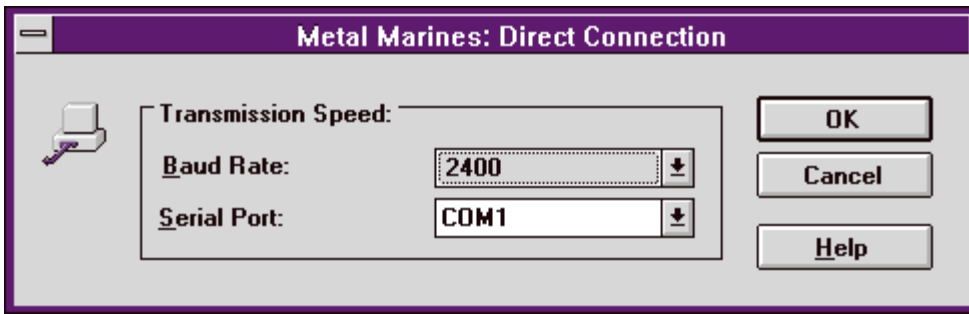
and select "Start Game" (or press F4).

The "Metal Marines: Command Information" dialog box features a purple title bar and a light gray background. On the left, there is a small icon of a soldier. The main area contains the text "Commander, enter your name." followed by a "Name:" label and a text input field containing "Commander Mindscape". Below this is an "Authorization:" label and a "Passcode:" label with a text input field containing "Papa November Tango Mike". On the right side, there are four buttons: "Continue", "Connect...", "Island...", and "Help".

After you enter your name in the "Command Information" dialog box, press the "**Connect...**" button to view the "Connections" dialog box.

The "Metal Marines: Connections" dialog box has a purple title bar and a light gray background. It displays "Commander Mindscape" at the top left. Below this is a "Connections:" label and a text input field. Underneath, there are three rows: "Type:" with a dropdown menu showing "No Remote Computers" and a "Connect" button; "Where:" with a text input field and a "Setup..." button; and "Status:" with the text "No connection.". On the right side, there are three buttons: "Continue", "Cancel", and "Help".

In the "Connection:/Type:" combo box, select "Direct Serial Cable". Press the "**Setup...**" button to see the "Direct Connection" dialog box.



The "Baud Rate" combo box contains a list of possible communications speeds. Most machines should be able to support 19200 with a Serial Cable. If you have trouble connecting, try a slower speed.

***Note:** Both computers must have selected the same speed before a connection can be made.*

Use the "Serial Port" combo box to select the correct communications port that the serial cable is connected to. Press "OK" when you are ready. When you return to the "Connections" dialog box, press "**Connect**" to begin the connection to the remote computer.

The "Status:" line will change to "Connection established" when the hookup is complete. Press "Continue" to begin the battle.

To disconnect, click on the



and select "Abort Battle".

CONNECTING VIA MODEM

Modem communications requires 100% Hayes compatible modems because we use the AT (Hayes) modem command set. Consult your modem documentation if you have trouble connecting. As with Serial Cable communication, you will need to know which serial communications port your modem is using to correctly set up the communications parameters. You will also need to know the speeds that

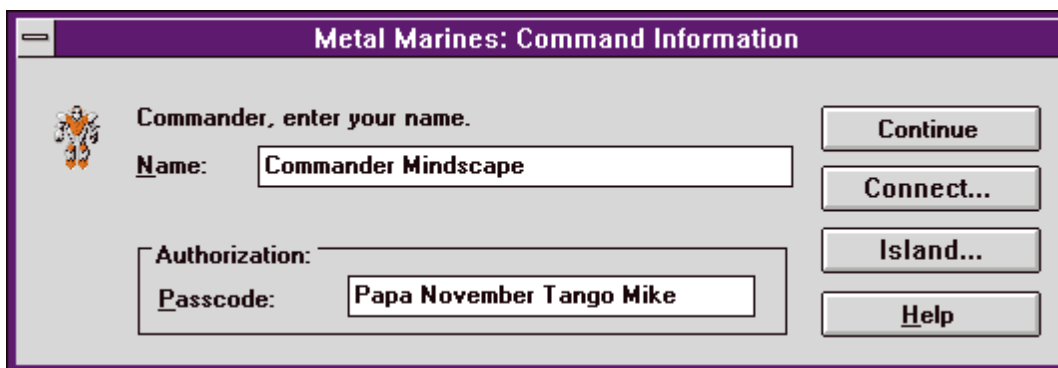
the modems are capable of supporting.

It is always a good idea to test your connections before attempting to run Metal Marines. Use the Windows Terminal program (or some other simple communications program) to make sure you can connect first, then run Metal Marines.

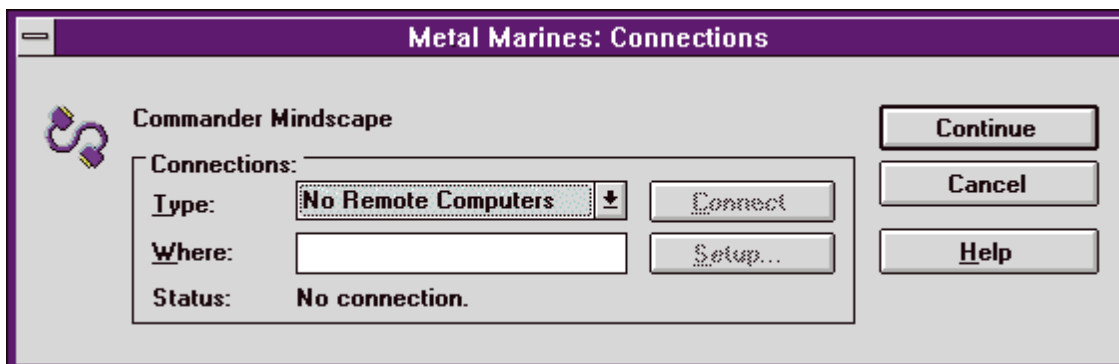
When you are ready to begin, start Metal Marines, click



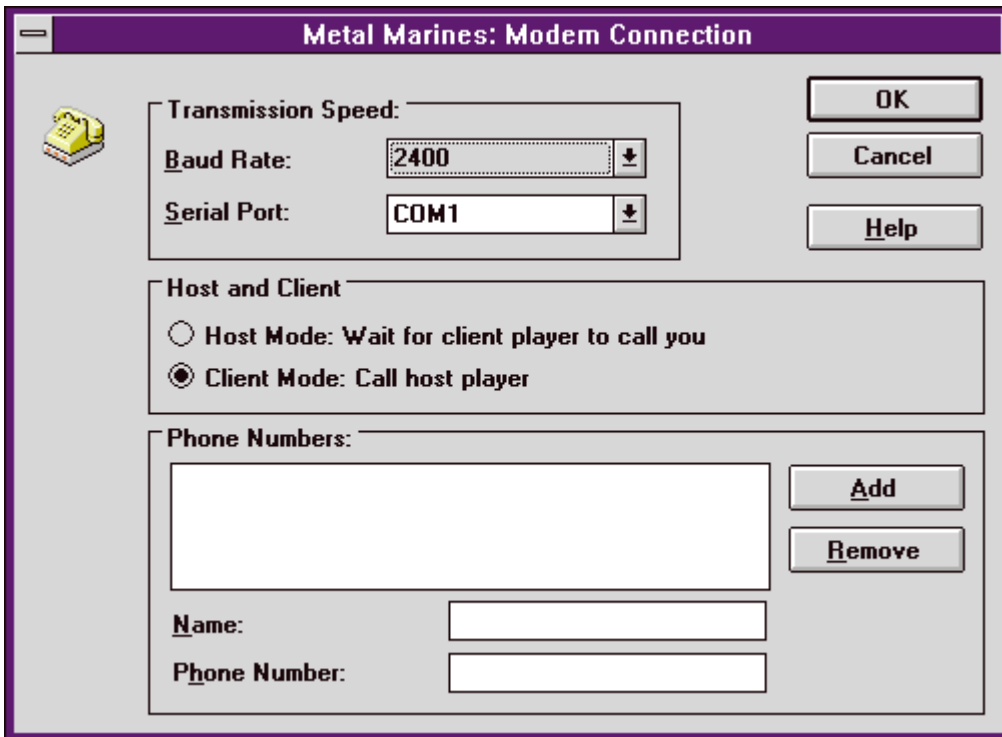
and select "Start Game" (or press F4).



After you enter your name in the "Command Information" dialog box, press the "**Connect...**" button to view the "Modem Connection" dialog box.



In the "Connection:/Type:" combo box, select "Phoneline by Modem". Press the "**Setup...**" button to see the "Setup Settings for Modem" dialog box.



The "Baud Rate" combo box lists the possible communication speeds. Select a speed that is available for the modems on both systems. Metal Marines uses communications quite efficiently and you will notice little difference in the program running down to 2400 BPS. Since slower speeds are more reliable, we recommend that you not push your modems.

NOTE: Both computers must have selected the same speed before a connection can be made.

Use the "Serial Port" combo box to select the correct communications port that your modem is connected to. Press "OK" when you are ready. When you return to the "Connections" dialog box, you can select your Client/Server status.

Before you connect, you must decide which computer will be the Client (the computer that will make the phone call) and which will be the Server (the computer that will be called). If your computer is the Server, select "Host Mode, then press "OK" to return to the "Connections" dialog box. Press "Connect" and wait for the other computer to dial and your modems to connect.

If your computer is the Client, select "Client Mode". You will see a list at the bottom of the dialog box that may contain as many as 16 phone numbers. You may "select" one of the numbers that you have already saved, or "Add" to the list. After you have selected the number you wish to dial, press "OK" to return to the "Connections" dialog box. Press "Connect" to dial the modem and connect to the

other computer.

The "Status:" line will change to "Connection established" when the hookup is complete. Press "Continue" to begin the battle.

To disconnect, click on the



and select "Abort Battle".

A typical null-modem cable has at least four wires inside an insulated wrap with two of these wires crossed. This crossing of the correct wires will allow two computers of similar types to communicate without a modem.

STRATEGIES AND TIPS

<u>Type of Tip</u>	<u>What is covered</u>
Defensive Tips	How to work your assets for the best possible defense against enemy attacks.
Offensive Tips	How to work your assets for the best possible attacks.
Know Your Enemies	Here is information on the styles and tactics of the Colonial Commanders.
Your Crew	Background information on your support team.

Mission Tips

Some startup hints for each individual mission - how to work it, what to look for, etc.

Head to Head Strategies How to humiliate a rogue Commander that has challenged your position through serial cable or modem.

OFFENSIVE TIPS

The best defense is a good offense. Defending Earth against the Colonial Forces is no exception.

We've provided you with three primary weapons systems to use in attacking enemy held islands: Metal Marines, missiles, and antimatter missiles. You should use these in combination - it will be a rare mission indeed that you can complete using only one of these three.

We've taken the time to prepare a little table for you on the effectiveness of each weapon against what you'll find on the ground. Please take the time to look at it. Keep in mind that defensive systems are used in combination, and Colonial Commanders are no dummies. They know the same defensive techniques that you do.

	<u>Metal Marine</u>	<u>Missile</u>	<u>Antimatter Missile</u>
Enemy Asset:			
Metal Marine	poor	fair	good
Missile	good	good	good
Antimatter Missile (ICBM)	good	good	good
Interceptor Missile	good	poor	good
Armored Gun Pod	poor	fair	good
Interceptor Radar	good	good	good
Active Mine Field	poor	good	good
War Administration Headquarters	good	fair	good

Energy Plant	good	fair	good
Factory	good	fair	good
Decoy Base	good	fair	good
Camouflage Structure	good	good	good
Base	good	fair	ineffective

Using weapons in combination is the best way to defeat dug-in defenses. For instance, you will often find groups of interceptor missiles protected with armored gun pods. Depending on how they are laid out, you may either have to send in a Metal Marine to destroy one or more of the interceptor missiles so that you can destroy the rest with missiles, or you may have to destroy an armored gun pod with missiles so that you can send in Metal Marines to destroy the rest.

After you eliminate the Colonial front line defenses, you can penetrate deeper into their island. Remember that your primary mission is to find and destroy their bases. I suggest, however, that you give high priority to eliminating any of their attack units that you find. If you eliminate all of the enemy missiles, for instance, this will give you valuable breathing room to push your attack until they are rebuilt.

Give priority also to interceptor radar that improve their interceptor missile accuracy. War administration headquarters, energy plants, and factories help them build and wage attacks. Eliminate these as you find them.

You do not need to waste your efforts destroying orphaned armored gun pods (armored gun pods that are by themselves, protecting nothing). Also, you only need to destroy a single piece of an anti-matter missile pad to render the entire unit is useless. Don't waste time destroying all of it.

Remember also that in addition to attacking, each of these weapons performs reconnaissance. It would be a good idea for you to occasionally send a Metal Marine transport or a missile over an unexplored part of an enemy island just to see what's there, even though you may lose the asset.

There is no defense against an attacking antimatter missile, so when you launch one, you will hit what you aim at, and you will destroy what you hit. If you can afford one of these, and can secure your island long enough to build it, you'll discover the definition of irresistible force.

DEFENSIVE TIPS

Commanders throughout history have learned that without an effective defense, they are wide open to even the most meager attack by a prepared enemy. The Colonial Forces are very prepared.

Island defenses fall into two categories: Active and passive. Active defenses include the use of defensive weapon systems such as interceptor missiles and gun pods. Passive defenses involve judicious use of terrain and asset placement to make an effective attack by your enemy much more difficult.

DEFENSIVE TIPS - METAL MARINE

Metal Marines also play a defensive role when standing down. When enemy Metal Marines attack an area within range, your Metal Marine pilots will sortie to counterattack. These pilots are real hotshots and if there is a fight to be had, they'll join in.

It's a good idea to build your marine pads near sensitive equipment, so that while they are standing down they can help defend against enemy Metal Marine attacks. Metal Marines have a limited range of operations when they are standing down, so careful deployment of these units will improve their defensive capabilities.

Remember that when a Metal Marine is lost, it is cheaper and faster to build a replacement on the same launch pad.

DEFENSIVE TIPS - INTERCEPTOR MISSILE / INTERCEPTOR RADAR

Interceptor missiles remain the only active defense system against incoming missile attacks. No missile built today can withstand a single hit from an interceptor missile. We strongly suggest that you use a liberal number of these systems. Their crews are well trained, eager to join the fight, and require no orders from you to attack once they are in place.

Remember, interceptor missiles will only destroy a missile if they hit it. There are three ways that you

can improve your intercept rate: Build more, build up, or build interceptor radar. Building more has the obvious effect of having a greater number of interceptor missiles fire at the attacker. Building up has the same increased accuracy as building two interceptor missiles but they are fired from the same launcher and therefore allow a greater concentration of active defense in critical areas. Every interceptor radar that you build increases the accuracy of all of your interceptor missiles a certain percentage, regardless of their location on your island.

Interceptor missile crews also fire at incoming Metal Marine transports. If a transport is hit enough times, it will be destroyed. It is possible to make your island almost attack-proof from Metal Marines and missiles if you have enough interceptor missiles and the necessary interceptor radar to improve their accuracy.

DEFENSIVE TIPS - ANTIMATTER MISSILE ATTACKS

I know you're hoping for good news here, but there isn't any. Since antimatter missiles are carried by ICBMs which drop on you from orbit, your interceptor missiles are completely ineffective against them.. Tthe only way to defend against an attack is to destroy the launch unit before it can be completed.

DEFENSIVE TIPS - ARMORED GUN POD

Armored gun pod crews will fire at every enemy Metal Marine that wanders within range. Even if it is firing back, it will do only moderate damage to the titanium alloy encasing of your armored gun pods. A built up Metal Marine however, can chew through several armored gun pods before it is stopped. If you group armored gun pod emplacements, they will share crossfire and help protect each other.

One of the most effective front line defenses is to scatter armored gun pods among interceptor missiles along the forward edge of your island - the armored gun pods protect the interceptor missiles from Metal Marine attacks and the interceptor missiles protect the entire island from missile attacks.

During longer battles, you may wish to build a factory or two. The more factories you have, the faster

your assets will build. A trick to defend your bases is to leave the spaces immediately around them empty. When an enemy Metal Marine lands near a base and begins to attack it, you can quickly build an armored gun pod or two right next to it. With the aid of factories, these gun pods will be in service quick enough to destroy the attacking Metal Marine before you lose the base, and you didn't have to tie up the money for armored gun pods until they were needed.

DEFENSIVE TIPS - ACTIVE MINE FIELD

Active mine fields are a cheap way to protect likely pathways. Enemy reconnaissance will not detect their locations so enemy Metal Marine pilots will not attack and destroy them as they would armored gun pods.

A good example of how to use an active mine field: place a couple of missiles near the rear of your island, but don't place them right next to each other. Build an active mine field between them. An attacking Metal Marine pilot will think he has a pair of easy targets. He may get the first missile, but it's unlikely that he'll make it to the second one.

DEFENSIVE TIPS - BASE PLACEMENT

Base placement is extremely important. You only have a limited amount of resources that can be used to build bases, and they cannot be replaced. Once an enemy commander finds one of our bases they will pound it mercilessly until it is destroyed. There are three "nevers" in base placement:

- Never bunch bases together. Attackers will find bases. You don't want them to find all of them at the same time. Also, never place two bases close enough that a single Metal Marine could attack them both within the same area of operation. Make them work for it.
- Never place bases in the very forward area of your island. Routine enemy reconnaissance will find bases early on if they are too far forward. Make them work for it.

- Never place bases in an obvious spot. Again, obvious spots such as a far back corner will be looked at first. Make them work for it.

After a base has been discovered, you may have enough time to build up active defenses around it before the enemy can launch another attack. In many cases, however, your efforts (read money and fuel) are better spent elsewhere.

DEFENSIVE TIPS - DECOY BASE

A decoy base is a wonderful way to get the enemy to waste time and resources. Since reconnaissance can't tell the difference between a real base and a decoy base, your enemy will spend just as much effort destroying a decoy.

It's a good idea to place decoy bases in the obvious spots that will be checked first, or even up front so that they are spotted early. An enemy Commander may find one and think that he has found a real base, remember where it is, and decide to get back to it later. This will buy you precious time.

DEFENSIVE TIPS - CAMOUFLAGE STRUCTURE

Build a camouflage structure on top of a base and it will take nothing less than luck for your enemy forces to find the base. They will have to cover your island with missile attacks or attack every inch with Metal Marines until one of them stumbles onto a base.

Better yet, build a decoy base and when it is finished build a camouflage structure on top of it. This will double the misdirection.

You can build a camouflage structure on a regular flat patch of ground, but I don't see much point in this.

OFFENSIVE WEAPONS

These are assets that you may build and then use to attack your enemies. They include:

Metal Marine

Missile

Antimatter Missile(ICBM)



METAL MARINE

Function: Attack your enemy's island.

Defend your island against attacking Metal Marines.

Perform reconnaissance of enemy's island.

Metal Marines are the backbone of your army. They can be used to attack any structure on your enemy's island and defend your island from attacking Metal Marines. They are heavily armored and carry powerful weapons.

Attack by dragging a Metal Marine from its launch unit and dropping it on an enemy island. When you hear the klaxon and see the barber pole revolve (for about five seconds after you initiate the

attack), you may add another Metal Marine to the attack. The transport can carry up to three Metal Marines in a single attack.

You may place your Metal Marines anywhere on the enemy island you wish. If, however, an individual Metal Marine's landing site is unsuitable for landing, the Metal Marine will return without attacking.

Your Metal Marines transport also performs reconnaissance. After your attack, your view of your enemy's island will be updated to show what the transport saw as it flew overhead.

When your island is attacked by your enemy's Metal Marines, any of your Metal Marines within range of the attackers will automatically counterattack. You cannot attack your enemy's island with a Metal Marine that is engaged in the defense of your island.

After a Metal Marine has been lost, you may rebuild using the empty pad. Since it requires resources to build both the support unit and the Metal Marine itself, building a new Metal Marine on an existing pad is both cheaper and faster, than building one from scratch.

Cost to build	\$20M
Cost to build up	\$60M
Fuel to launch	20k
Built up	20k



MISSILE

Function: Attack your enemy's island.

Perform reconnaissance of enemy's island.

Each missile contains nine individually armed warheads that automatically deploy during an attack. Just aim a missile at the general location you wish to attack, and it will strike everything in range.

To use, drag a missile from its launch pad and drop it on your enemy's island at the location you wish to attack. You will see the missile launch toward your enemy's island. If the attack is successful it will damage or destroy all enemy units within a 3 by 3 square location of the aiming point.

Your missiles also perform reconnaissance. After a missile attack, your view of your enemy's island will be updated to show what the missile's onboard cameras saw as it flew overhead.

You may only launch from one missile launch unit at a time. Your prior missile must finish its attack before you can launch another. Each missile launch unit must reload before it can launch again. The time required to reload is reduced with each energy plant you have built.

Cost to build	\$10M
Cost to build up	\$40M
Fuel to launch	4K
Built up	8K



ANTIMATTER MISSILE (ICBM)

Function: Attack your enemy's island.

The antimatter weapon in the warhead of an antimatter missile will destroy everything it hits, and it hits a huge area. Use an ICBM to squash any hopes your enemy may have had of a fair fight. Bases are built with special doors that protect them from antimatter missiles, so they are not affected by them, but nothing else will withstand.

Since ICBMs are launched into Earth orbit and descend vertically, they are not attacked by interceptor missiles. The only defense against an ICBM is to destroy it before your enemy has a chance to launch it.

To build an ICBM you will need a clear, level building area larger than any other unit. Because of its extreme complexity, and the difficulty in refining antimatter, an antimatter missile silo takes a very long time to build. I strongly suggest that you have several factories in full operation before attempting to build an antimatter missile. Remember, items in construction are extremely vulnerable to attack.

Cost to build	\$255M
Fuel to launch	950K

DEFENSIVE WEAPONS

These are assets that you may build and then use to defend your island. They include:

Interceptor Missile

Armored Gun Pod

Interceptor Radar

Active Mine Field

Decoy Base

Camouflage Structure



INTERCEPTOR MISSILE

Function: Attack incoming missiles and Metal Marines transports.

Interceptor (or AA) missiles automatically attack any incoming missiles or Metal Marine transports. A single hit to an attacking missile will destroy it. It takes several direct hits to destroy a transport.

The probability of a hit depends on how close the attacker flies to the interceptor missile launch unit and how many interceptor radar you have. A built up interceptor missile has the same accuracy, but with two missiles.

Interceptor missiles do not require energy to launch. Their crews can reload them far faster than any enemy can launch attacks, so they're always ready.

Cost to build	\$15M
Cost to build up	\$40M



ARMORED GUN POD

Function: Defend your island against attacking Metal Marines.

Gun pods automatically fire at attacking Metal Marines when they get within range.

Cost to build	\$10M
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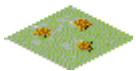


INTERCEPTOR RADAR

Function: Increase the accuracy of you interceptor missiles.

Each interceptor radar that you build increases the chances that an interceptor missile will hit an incoming missile or Metal Marine transport.

Cost to build \$50M

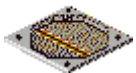


ACTIVE MINE FIELD

Function: Defend your island against attacking Metal Marines.

When a Metal Marine walks into an active mine field, it may step on one or more mines. Each mine will inflict damage on the Metal Marine. Attacking Metal Marines cannot see mines, and reconnaissance data from missiles and Metal Marine transports don't spot them either.

Cost to build \$10M



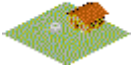
DECOY BASE

Function: Side track your enemy.

A decoy base looks just like a real base to reconnaissance. Since your enemy's objective is to destroy your bases, they will spend valuable time and resources attacking decoy bases.

The decoy base is only a mockup of the base doors. It is not made of the actual doors used by real bases, so it is not impervious to antimatter weapons. It is however, pretty tough. So it will take a few hits before it is destroyed.

Cost to build \$15M



CAMOUFLAGE STRUCTURE

Function: Hide your base.

A camouflage structure may be placed on any clear surface, a decoy base, or an undamaged base. It is indistinguishable from other trees or houses to reconnaissance. If you place a camouflage structure on a base your enemy will have a much tougher time finding it.

Your enemy also has to destroy the camouflage structure before it can get to the base, so camouflage actually acts as additional protection for your bases. You may not build camouflage on a damaged base however, because after an attack the doors are too unstable to hold the additional weight.

Cost to build \$15M

LOGISTICS UNITS

These are assets that you may build to improve your strategic positioning. They include:

Base

War Administration Headquarters

Energy Plant

Factory



BASE

Function: Main operation center.

Your goal is to destroy your enemy's bases before they destroy yours. Bases can be attacked with Metal Marines or missiles. The doors covering bases are made from a special material that resists antimatter, so antimatter weapons are ineffective against bases.

You must place your bases on your island before you can begin building other units or attack with existing units. Your island is completely vulnerable until you place your bases. If you place them too slowly, they will be destroyed in the builder.

Building your bases does not cost you any money.



WAR ADMINISTRATION HEADQUARTERS

Function: Increase funding.

The Empire can provide you with \$1M in additional war funds about every couple of seconds. You may accumulate this money to use for building more war assets. If you need your money to accumulate faster, build a war administration headquarters.

Each war administration headquarters increases the efficiency of your island's supply and administrative systems, lowering your general operating costs. Thus, each additional war administration unit allows your war funds to increase accumulation by \$1M.

Cost to build \$75M

WAR FUNDS (MONEY)

You must have sufficient money available before you can build any asset, or before you can build up Metal Marines, missiles, or interceptor missiles. We are able to provide you with about \$1M every two seconds or so. To increase this flow, you may build war administration headquarters.

<u>ITEM</u>	<u>COST TO BUILD</u>
Metal Marine	\$20M
Missile	10M
Antimatter Missile	255M
Interceptor Missile	15M
Armored Gun Pod	10M
Active Land Mine	10M
Interceptor Radar	50M
War Administration Headquarters	75M

Energy Production Plant	75M
Factory	75M
Decoy Base	15M
Camouflage Structure	15M

<u>ITEM</u>	<u>COST TO BUILD UP</u>
Metal Marine	\$60M
Missile	40M
Interceptor Missile	40M

<u>ITEM</u>	<u>COST TO PERFORM</u>
Leveling	\$5M



ENERGY PRODUCTION PLANT

Function: Increase fuel stock.

The Empire can provide your army with about 1E of usable fuel every couple of seconds. You may accumulate this fuel to use to launch attacks on your enemy. If you need your fuel stock to accumulate faster, build an energy production plant.

Energy production plants produce the rocket fuel required to fire missiles, antimatter missiles, and drive Metal Marine transports. Each energy production plant that you build will increase fuel production by 1E.

One additional attribute of energy production has to do with missiles. Missiles must be preloaded with fuel before they can be loaded onto their launch units, so bringing additional energy production plants online will actually decrease the reload time for your missiles.

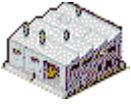
Cost to build \$75M

FUEL

Attacking weapons need fuel to launch. You may not attack with Metal Marines, missiles, or antimatter missiles until you have enough fuel stock.

You receive energy automatically at about 1E every two seconds. To increase this flow, you may build energy production plants.

<u>ITEM</u>	<u>ENERGY TO LAUNCH</u>
Metal Marine	20E
Missile	4E
Missile, built up	8E
Antimatter Missile	950E



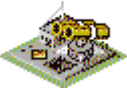
FACTORY

Function: Reduce the time to build or build up.

Every item that you build on your island takes a certain amount of time to construct. It also takes a certain amount of construction time to build up Metal Marines, missiles, and interceptor missiles.

The equipment and material necessary to perform all of this building has to be shipped in from secure islands. Each factory that you build on your island reduces the time necessary to procure materials for construction, and therefore reduces the total construction time.

Cost to build \$75M



BUILD UP

You may build up, or add additional features to some items.

Metal Marine: Cost \$60M. A "Gold Marine" has over twice the attacking power and four times the armor.

Missile: Cost \$40M. A "Double Missile" has the same punch, but for each missile. It is twice as likely to make it past interceptor missiles, and if both hit, it is as if you launched two attacks.

Interceptor missile: Cost \$40M. A "Double AA" has the same punch, but for each interceptor missile. It is twice as likely to hit an incoming missile or Metal Marine transport.

To build up a unit place your cursor over the unit and click the right button. Select build up from the menu. You must have the necessary funds before you can begin construction on any item.

TERRAIN

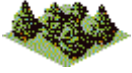
To build any assets on your island, you must have clear, flat terrain. If there are any obstructions, such as trees or houses, destroyed units, or burnt ground, you must first clear them away. The easiest way to do this is to double-click on the obstruction and your units will, by default, clear off the area and make it ready to build on. Every time you order an area cleared, your war funds are automatically decreased by \$5M.

You may not build anything on the sides of hills or in the water. You may not build one item on top of another, with the single exception of a camouflage unit that may be built on top of the base or a decoy base.

You may clear an area that has a working asset on it. This destroys the unit and readies the space for a new asset.



EXAMPLE DESTROYED UNIT.



EXAMPLE OBSTRUCTION.

ENEMY PROFILES



COMMANDER BILL GARLAND

Bill Garland was born on Earth in the old North American Protectorate. He was educated in public schools and attended the General H. Norman Schwarzkopf Academy of Military Sciences. As a junior officer he was assigned to Embassy duty at the Io Colony. We believe that this experience is what drove him to become aligned with the Colonial Rebellion Legions and to desert the United Allied Earth Forces (UAE Forces) just before the Antimatter War.

He attained the rank of Commander under Zorgeuf the Great after leading several guerrilla raids on the moons of Mars. Our profile of his tactics is based largely on information gained during these

raids.

Commander Garland has little experience leading a highly mechanized army or defending a standing base. I don't believe Zorgeuf the Great has high hopes for his success. In fact, Zorgeuf the Great probably has us facing Commander Garland and his minimum assets first in the hope that he will either accidentally defeat us or we will get discouraged and go away.

Commander Garland is not a very aggressive opponent, he tends to be somewhat defensive in his tactics, and will use his assets to build defenses. His professional military training prevents him from making mistakes when he gets upset. His attack strategies are poor and he does not use his reconnaissance information to his advantage.



COMMANDER JOAN RILE

Joan Rile was born somewhere off planet either shortly before, or after the antimatter war. Her education and general background are unknown, but it is clear that she has had a rapidly ascending career. She is definitely a product of the new generation of warriors.

We believe she is responsible for the asteroid belt mine fields that cut the Earth Empire off from its outer planet resources. She is also credited with leading the devastatingly successful war of attrition on Venus. Our information on Commander Rile comes from the tactics she used during this battle.

Commander Rile is incredibly ambitious, and tends to make irrational military decisions. This is not an entirely defective attribute, as witnessed by her smashing defeat of the Venus forces. This does, however, give her a tendency to make mistakes when the pressure is on.

She likes to attack as often as she can and spends little on defensive tactics. She is somewhat smarter than Commander Garland about planning her tactics and building new assets accordingly. For some reason, however, she seems to feel that any attack is a good attack and fails to use information gained from previous attacks to her advantage. She has even abandoned attacking a base that was about to fall in favor of a less fruitful target.



HIGH COMMANDER LIFTEN SCHWALTZ

Liften Schwartz was born on Earth in Berlin shortly after World War III united Europe for the last time. He was a student of Obenfurur Heickel and soldiered as a mercenary for the oil producing countries. Many believe that his terrorist tactics are solely responsible for continued dependence on oil decades after cheaper energy sources became readily available. Some also blame him for starting the Antimatter War.

He has been closely associated with Zorgeuf the Great for several years now and was recently named High Commander and first in line to succeed after the defection of the previous High Commander. Much of our information about High Commander Schwartz comes to us from firsthand accounts of his exploits.

High Commander Schwartz has a great deal of military experience and can read a situation very well. You will see that he keeps a good balance between attacking and defensive tactics, carefully building his assets accordingly. At times he may appear to be upset but his actions will show that he is surpassingly cool under fire.

He does not often make mistakes with his attack strategies, but his one weakness is long term planning. I believe that he starts each battle with a specific plan in mind and then is incapable of making midcourse corrections. You may also notice that if he discovers assets where he did not expect them, he may ignore them or forget that they were there.



ZORGEUF THE GREAT

The early history of Nicolei I. Zorgeuf, Commander of the Colonial Forces, is unknown. It is rumored that he may have worked his way up the ranks of the old Romanian Army as a strategic advisor or possibly a member of the Secret Police. His first confirmed appearance was during the workers' rebellion at the ore processing plant on Galileo. Since then, he has left a bloody trail of conquest across the entire solar system.

He has managed to convert, bribe, or intimidate a huge army with vast resources. There is no doubt that his ultimate goal is complete dictatorial control of the entire human race.

If you have to eventually face Zorgeuf, he will be a tough opponent indeed. By then he will have used up his lesser commanders and taken control of his army personally. You will see that he is an incredibly aggressive leader, with no regard for the well-being of his personnel. He will tenaciously destroy any of your assets that he discovers. If he is given enough time before a battle starts, he will be well dug into a defensive position, but those forces will pretty much be on their own, and will receive little or no reinforcements.

He is obsessed with the power of the antimatter missile, and his tactical goals orbit around building and using one. You must not let this happen. His greatest weakness is that he is easily upset by setbacks, especially setbacks in building an antimatter missile, and tends to make tactical mistakes when he is pressured.

CREW PROFILES



SERGEANT KRAFT

Sergeant Onaka Kraft was born on the post Antimatter War island of Hiroshima, Japan. She attended public schools and studied electronics in post-secondary school. She enlisted in the Army of the Empire after graduating five years ago.

She received intensive communications training from the Army and soon qualified as a radio operator. She received the Meritorious Service Award for maintaining her post during the energy refinery disaster on Perth Island two years ago.

She joined the elite 43rd Communications Squadron this year and assisted in setting up the new worldwide ultra-short wave secure radio communications network. She subsequently became the primary operator for all video/message and message only transmissions routed through Empire Headquarters.

She is on loan to us from the 43rd for these operations. She will be your single conduit to the outside world, Commander. All communications with the rest of your crew, our allies, and enemies will go through her.



SERGEANT SANDERS

First Sergeant Harlan Sanders was born on Johannesburg Island shortly after the Antimatter War. His mother and father were members of the United African Army Corps of Engineers and he showed aptitude to follow in their footsteps early. At age fourteen he submitted drawings that later became the plans to the first secure fresh water source on Delhi Island.

He enlisted in the Army of the Empire after graduating from the Dr. Stacey Santa Cruz School of Engineering. He immediately distinguished himself by designing the multiple deflection system that is currently used on our armored gun pods. He was also responsible for the primary design and prototype construction of our Metal Marines.

Calling Sergeant Sanders a logistics genius is an understatement. He and his crews have performed near miracles when faced with construction challenges under fire. Having him on your crew is a testament to the importance of these operations.



SERGEANT BOWMAN

I am Senior Sergeant J. R. Bowman. I'm afraid that I am not at liberty to tell you a great deal about my past. I can tell you that I was recruited into the Army of the Empire three years ago and have been a loyal member ever since.

I will be your training and intelligence source throughout the campaign. My experience in dealing with a fully mechanized army is extensive and I will endeavor to pass as much of it along to you as possible.

My intelligence sources are impeccable. You may take what I tell you as Truth. I will be briefing you on the situation before every battle, and debriefing you after every battle. Pay close attention to these notes, and carefully read the Advice on Missions before each battle. It just may save your life. It will most certainly give you the upper hand in battling your enemies.

HEAD-TO-HEAD STRATEGIES

The best piece of advice I can give to anyone who is about to commit war on their neighbor, is to become an expert first. Chances are, your new enemy has had lots of practice, and will know all of the tricks of the trade. This will make it impossible for you to survive if you're not just as good.

The best way to become an expert is to defeat the Colonies first. Twenty missions against the likes of Commander Rile and Zorgeuf the Great will harden any fresh troop.

Once the battle has begun, you will not get any time to check out your new island during a briefing or opening message. I suggest you get started building your bases as soon as you get your bearings. You're sure to get attacked almost immediately.

If you don't get attacked immediately, then do the attacking. Chances are your enemy is busy build-

ing up their island. Send a missile or two to the back corners to find out what sort of construction is going on. Any assets that are under construction are easy to destroy with a single missile, and your enemy doesn't get a refund from the manufacturer just because a unit was destroyed before it was completed.

If you're combating a green commander, press the attack hard and constant. Fresh officers get shaken easily when they see expensive assets go up in smoke before they are completed. They also tend to stand and watch a Metal Marine chew up a line of missile launch units instead of firing them before he gets there.

You can usually tell whether your enemy is taking a predominately defensive or offensive tactic by where on the island all of the activity is taking place. Early reconnaissance showing lots of construction across the front of the island usually means lots of AA and gun pods. Construction time on these units is very fast and you probably won't have time to destroy them before they are in service, so launch Metal Marines over them to get at the unprotected goodies in the back.

If early reconnaissance shows lots of activity at the back of the island, your enemy is probably building up a solid offensive force. You will need to get missiles back there as soon as possible to clear any construction and look for decoy units. In the rare case that an enemy may be trying to build up a logistics base early, a second volley of missiles will easily smash these as their construction time is so long.

Your home island already has three or four big interceptor missiles built on it before you start. You can take advantage of these by building an interceptor radar before the first attack. They will last longer if you fortify them right away.

I cannot stress the effectiveness of a decoy base enough. If you place one of these at a spot on your island where a real base "should" go, and protect it, your enemy will fight hard for a hollow prize, and give you time to counterattack. Cover your real bases with camouflage units. This is cheap insurance.

In the event of a drawn out battle, you can gain the upper hand by building logistics units. Additional money and fuel can help you rebuild defenses and continuously attack. Don't forget that a factory will speed up the replacement of destroyed assets. You will win many longer battles simply by out building your enemy.

One side note, Commander. There is no real tactical advantage to having a faster computer or a big-

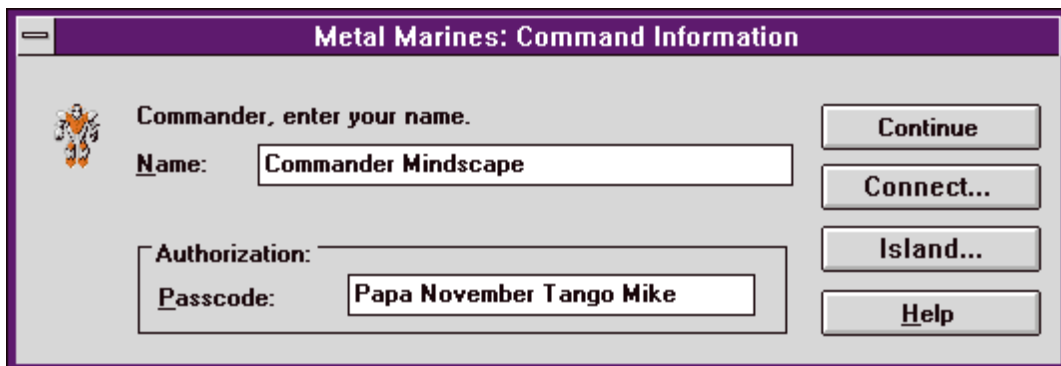
ger monitor, but it's an excellent excuse if you get beaten soundly. Complaining about your computer will give you valuable time to practice up for the next war. Good luck.

MISSIONS

You will move automatically between missions as you complete them. Each time you win a battle, you will be ready for the next one. After you receive your debriefing from Sgt. Bowman, you may press F4 to begin the next battle.

If you enter a new name in the "Command Information" dialog box, you will start over again with the training mission.

If you would like to relive a past glory, you can jump to a previous battle. You do this using the secure Authorization passcode for that battle.



Metal Marines: Command Information

Commander, enter your name.

Name:

Authorization:

Continue

Connect...

Island...

Help

To read the passcode for the current mission, start the mission, then abort the mission by clicking the



button, and selecting "Abort Battle". Then click the button again and select "Start Battle". Click "Connect..." in the "Command Information" dialog box and the "Connections" dialog box will appear. The passcode of this mission is displayed in the "Authorization" section.

When you want to fight this battle again, type this authorization passcode into the "Connections" dialog box and press "Continue" without setting up a connection.

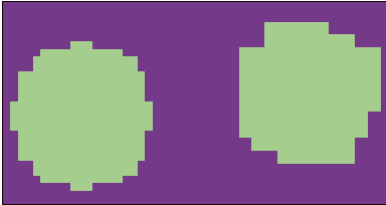
ADVICE ON MISSIONS

Use the following topics to get some tips about how you should plan you next mission.

<u>Number</u>	<u>Name</u>
01	Gaea
02	Cougar
03	Eagle
04	Bison
05	Grampus
06	Iceberg
07	Eurostorm I
08	Eurostorm II
09	Eurostorm III
10	Artemis
11	Poseidon
12	Kingdom
13	Sandstorm
14	Zihard
15	Kiwi
16	Snarlshark
17	Marlion

18	Chinglong
19	Sakura
20	Sunrise

MISSION # 01 - GAEA



Knock knock. Anybody home?

They aren't expecting us. This island is poorly defended and not set up for much of an attack. Commander Garland is no pushover, however, so you will get much needed command practice here.

I suggest you use this mission to practice your attack techniques and learn how effective your defenses are. This will be a good shakedown mission for your troops.

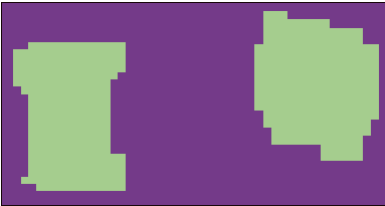
MISSION # 02 - COUGAR



Commander Garland is a little better prepared this time. His defensive forces are better placed. He has some interceptor missiles that will give you trouble if you're not careful.

Remember, if you can take out his interceptor radar, his interceptor missiles lose a great deal of their effectiveness.

MISSION # 03 - EAGLE

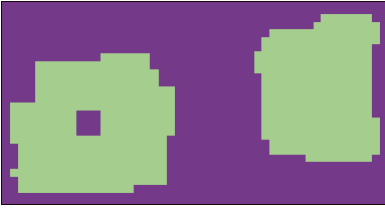


Welcome to what's left of Canada. I'm sure you'll notice that Commander Rile has been here a while. She is inexperienced, but aggressive. Watch out for her.

She has some very effective interceptor missile coverage over the entire island backed by several interceptor radar. I'm sure you'll be frustrated in any attempts to penetrate with missiles while these are still in full service.

I suggest you attack hard and often with Metal Marines to neutralize her defenses.

Mission # 04 - Bison



Commander Garland has dug in at Edmonton. That means that this is going to be a long battle.

I suggest you build a war administration headquarters right away so that you'll have the money to build the assets that you will need to press the attack. You might also consider an energy plant.

We don't have any Metal Marines built for you yet, either. You'll get nowhere without them.

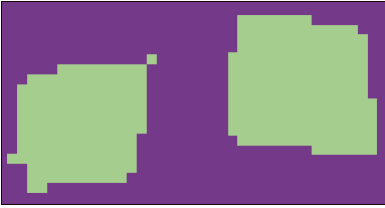
Mission # 05 - GRAMPUS



We've got some defenses started for you here, but they're not going to hold for long. I suggest you finish them right away. You'll need more interceptor missiles and some armored gun pods mixed in to protect them from ground attack.

By the way, the enemy island is actually two islands this time. Don't forget the smaller one to the south. Commander Garland could be hiding all sorts of nasty things there.

MISSION # 06 - ICEBERG



Commander Rile has set up shop on Godhorp, Iceland. We think she is taking a primarily defensive stance, so I suggest being more aggressive this time.

Doing a full reconnaissance of the enemy island before you get started will help you figure where to attack. Remember to destroy any enemy missiles as soon as you find them.

Oh, and watch out for land mines.

MISSION # 07 - EUROSTORM I

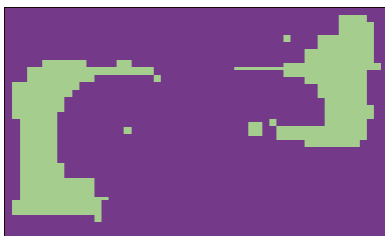


You're about to meet High Commander Schwartz. He's a tough old bird and will give you a great deal of trouble.

Because of our hasty move into Europe, there was no advance team available to set up the island for you. You'll have to start from scratch. I guess the good news is that High Commander Schwartz's first attack is unlikely to hit anything important.

For defense against ground attacks, you can take advantage of the uneven terrain and build armored gun pods on the tops of hills. That way, the enemy Metal Marines must fight uphill, and our gun crews can get in several shots before the Marine pilots can open fire.

MISSION # 08 - EUROSTORM II



I'm sure you'll notice the London base is an odd shape. This makes defending the middle almost impossible. I think you'll do best to put heavy defenses out on the north and south points and place sensitive assets behind them.

You'll also notice that High Commander Schwartz's island has a long finger stretching toward you. It's a safe bet it's covered with interceptor missiles. There may even be enough of them to keep you from getting past with a Metal Marine transport. If the area is completely covered, there'll be no place for you to land a Metal Marine to clear a path - you'll have to destroy the first interceptor missile with a missile.

The only way to do this is to attack (preferably with a built up missile) just short and off to one side of the leading interceptor missile. Once it is destroyed, land with a Metal Marine and clear out the rest of the line.

MISSION # 09 - EUROSTORM III



Central Europe is in pretty bad shape from the antimatter war. Most of what's left is a series of small islands. The Colonial Forces under High Commander Schwartz have taken up a defensive position on three small islands. Our attack position is spread across four islands to the west.

High Commander Schwartz is actually in a hard to defend position. I recommend that you press a hard attack, primarily with Metal Marines, to find and destroy his bases quickly. Plan on making sep-

arate attacks on each island.

MISSION # 10 - ARTEMIS



High Commander Schwartz has fallen back to Southern Europe and the large island of Athens. There's no doubt he anticipated his defeat to the north and started digging in before Eurostorm III was completed. He has heavy defenses and several built up Metal Marines.

Plan on a long battle. Build an energy plant early so that you can keep up the attack. You'll have to start by beating up the front line defenses and work your way back to his bases. Meanwhile, he's going to be pounding you hard.

This is your toughest mission yet. Good luck, Commander.

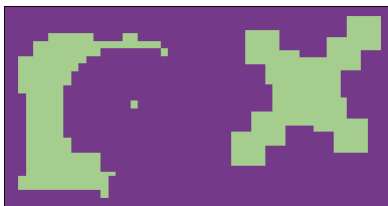
MISSION # 11 - POSEIDON



While you were fighting High Commander Schwartz, Commander Rile has managed to do a rather complete job of setting up your next challenge. You'll recognize her island as the mouth of an old volcano, and you'll be tempted to attack right up the middle. I caution you against this.

Our advanced forces have set up some front line defenses. This should buy you time to do a complete island reconnaissance. You're going to need several Metal Marines to remove the ground defenses before you can hit the bases.

MISSION # 12 - KINGDOM



The London supply base has been clobbered. It's in pretty bad shape. There is very little clear space to build, so you'll have to spend a considerable amount of resources clearing.

Apparently Commander Rile has been sent to distract us for a while. Her island is in the shape of a large X. I'd bet my next paycheck that the goodies are right in the center and that she has interceptor missiles all over the place.

MISSION # 13 - SANDSTORM



High Commander Schwartz has regrouped north of Syria. It's time to learn desert warfare.

Your island is round and there is almost no place to hide. I suggest that you place your more important assets behind the interceptor missiles that the advance troops have set up. You may wish to strengthen them with some armored gun pods to defend against ground attacks.

This will be a difficult island to defend, especially against High Commander Schwartz, so spend your resources on attack assets.

MISSION # 14 - ZIHARD



The old walled city of Baghdad is High Commander Schwartz's new island fortress. He has set up interceptor missiles all along the leading edge. They will make missile penetration impossible until you clear them with Metal Marines.

We have had a long string of victories. By now the Colonial Forces should be getting desperate. You should start watching out that you don't spend too much time trying to destroy decoy bases or fighting ground forces when you should be looking for enemy bases.

MISSION # 15 - KIWI

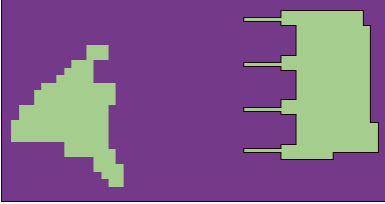


We finally get to meet Zorgeuf the Great. If he is true to form, he will have a large number of missiles and built up Metal Marines ready to attack. Defending against them will be very difficult.

Since he seems to be taking over the campaign from his subordinates at this point, he has probably not had enough time to fortify this island. In fact, I think Operation Kiwi is just a stalling tactic to keep us in the South Pacific while he prepares his bases to the north.

From what I know about Zorgeuf the Great, I'd suggest a frontal attack, right up the center, for a quick end to this battle.

MISSION # 16 - SNARLSHARK



Commander Rile is back, and she seems to have garnered the favor of some very inventive construction crews. They have built four huge piers on their Sydney base that stretch way into the ocean. These piers are undoubtedly covered with interceptor missiles. Not only will you have no luck getting past them with missiles, but I'll bet you won't be able to penetrate with a Metal Marine transport either.

You'll have to work this one much like the attack on Paris in Eurostorm II. Fire a missile just short and off to one side of each of the piers to destroy the leading interceptor missile. Once it is gone, you can clean the pier using a Metal Marine. You'll have to do this with all four piers in order to penetrate to the bases. Good luck, Commander.

MISSION # 17 - MARLION

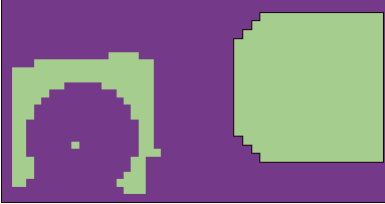


Zorgeuf the Great has managed to place some very effective defenses on this pair of South Pacific islands. The shape of the islands lend themselves well to defense, since they have several leading edges and I'm sure each of them is heavily fortified with interceptor missiles.

Forget trying to get any missiles through until you clear out those interceptor missiles. I think your best bet is to do as much reconnaissance as possible with Metal Marine transports and then start

clearing a path.

MISSION # 18 - CHINGLONG

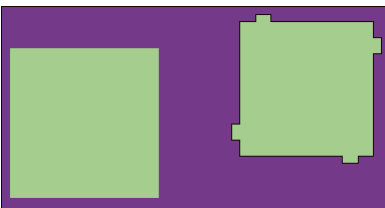


We're up against the incredibly well defended island of Hong Kong. You're going to have to find a way to penetrate literally miles of interceptor missiles fortified with armored gun pods and Metal Marines. Missiles will be useless until you break through. Plan on losing a lot of Metal Marines with a full frontal assault.

As if that wasn't enough bad news, we are fighting from a sliver of an island to the west that has very little clear, level space that we can build on and is almost impossible to defend.

I suggest you immediately use what resources we can get you to start building Metal Marines right away. You're going to need them all.

MISSION # 19 - SAKURA



It appears that High Commander Schwartz is back for one last battle. We haven't seen him for a while. He's been busy. I suspect that he has over a dozen built up Metal Marines and a dozen or so missiles ready to go. His Fuji island setup looks fairly easy to defend, also.

I'll bet his bases are set way back in the rear. As soon as you can get Metal Marines built you should transport them all the way to the back. This will give you good reconnaissance of what he has and you might get lucky and land on a base. If you wait too long he'll have enough interceptor radar that his interceptor missiles will become effective against Metal Marine transports.

You need to defeat High Commander Schwartz as quickly as possible. Zorgeuf the Great will have an antimatter missile built in no time and then we'll be completely out of luck.

MISSION # 20 - SUNRISE



Here it is. Every last piece of equipment that the Colonial Forces have is deployed on their Tokyo island. This is Zorgeuf the Great's last stand. I'm afraid we have cornered a tiger. He has successfully built an antimatter missile, and I'm sure that he'll use it as soon as he can.

As I'm sure you've already been told, we have no way to defend against an incoming antimatter missile. The only way to survive is to destroy it before it is launched. Against such a heavily defended island this is going to be quite a task.

You will have to get a Metal Marine on top of the antimatter missile silo as quickly as possible. Since you cannot hope to fly through the scores of interceptor missiles in the way, you are going to have to hop your way back. Take out several of the front line defenses in your first hop, then work your way in to the silo.

GOOD LUCK, COMMANDER. WE'RE ALL COUNTING ON YOU.

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- ◆ If you have a Windows®- or MS-DOS®-compatible computer:
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- ◆ The version of Windows® installed on your computer.
- ◆ The type of hardware you are using:
- ◆ The brand of computer you own,
- ◆ CPU type (80386, 80486, Pentium®),
- ◆ Video type (EGA, VGA, Super VGA),
- ◆ Model and type of video card, and
- ◆ Model and type of printer.
- ◆ The exact wording of any messages that appeared on the screen.
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With Special Thanks to our friend
George Tweddle

we count on your humour...